

This issue: A talk with the new creative team on **AMERICAN FLAGG!, an **E-MAN** history, and a look at medical care in the **LEGION**'s future!**

No. 88 • February 1 • \$2.25 (3.15 in Canada)

AMAZING HEROES

**HE'S BACK AND
HE KNOWS...**

**Howard Chaykin
confesses on
page 18!**





PLUS:

SOME THINGS
REQUIRE A WOMAN'S TOUCH...



FASHION
IN
Action

NOW MONTHLY!

FROM

ECLIPSE COMICS

No. 88

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Feb. 1, 1986

...IT'S
BEEN AN
AWFULLY
LONG
TIME.



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FANTASY ARTICLE: Steve Gould examines the medicine of the future of the future of Super-News on page 47.

AMAZING HEROES 4th EDITION #214-288, FEBRUARY 1, 1986. Published by Eclipse Comics, Inc., 12000 Old Road, Laguna, CA 92653. Offer in promotion of Amazon Books. Priced at \$2.99. For more information, call 1-800-451-5261. This comic book is published by Eclipse Comics, Inc. All rights reserved. No material herein may be copied or reproduced in any manner whatsoever (including electronic means) without the written permission of the publisher. Printed in the United States of America. Periodicals postage paid at Laguna, CA and additional mailing offices. Postmaster: Please send address changes to AMAZING HEROES 4th Edition, P.O. Box 147, Laguna, CA 92653. Second-class postage paid at Laguna, CA and at additional mailing offices. GPO: 1985-1-227-820-1.

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OUR COVER:

Howard Charles has
a big shadow on the
reflecting crown.
Kim Thompson
colored it and Bart
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original art.
Cover by J. Collier
and Bart Collier

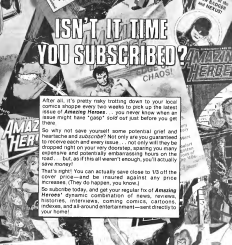


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EDITORIAL by Kim Thompson

Some random notes (in this order):

First, we must bid a fond farewell to **WALTER BONDURANT**, who has been our art director for the last half-decade years of Amazing Heroes, as well as the latest Amazing Heroes Feature Special. After trying to juggle two jobs and a long commute for a few months, WALT, beset by vehicle trouble and other problems, has had to call a quits for now. This is his final issue, and I think he did his best job yet so far.

Beginning with #95, we'll be continuing about a third now art director—but I'll tell you all about him when the time comes. Meanwhile, as #95, we'll have a special guest art director whose involvement with Amazing Heroes stretches back further than he would care to admit. That's the special Fantagraphics Books issue of AH in which we present the comic "Sensations" by artist and writer K. A. Jones (look it up with the Fantagraphics Books line-up).

Frank Miller would like to know that, contrary to what he has been told in his recent review at Diamond, he does not provide artist David Mazzucchelli with bookshelves or ladders for the panel—the pencil-panel descriptions and a script. Please read, Frank.

We've made up the site rule that I have to fill of the space in this letter head I said. That means I can break it, too. If the space really bothers you, you can write your own editorial in the morning (but inches.) See you in 131.
 —RM

WHAT DO FISH TALK ABOUT?

NO. 1

WANT ANOTHER BEER?

NAH.

I DO.

ME, TOO.

ALL THIS AND MORE
 IN EACH ISSUE OF...

THE FISH POLICE

AS OF SALE IN 1983...UNUSABLE AFTER THAT!

Newsflashes

NEWSFLASHES



MILLER LEAVES DAREDEVIL With *Daredevil* #100, FRANK MILLER will be leaving the writing chores of the book to once again be re-helmed—less closely after the departure of the book's artist, DAVID MAZZUCHELLI, with #100. Miller said he decided to leave the book as he based upon Mazzuchelli's decision to leave. Miller will be picking up further Marvel work, and may possibly work on *Blade* at DC Comics.

Daredevil #100, the book's 100th issue, will be a special 50-page story that concludes the Kingpin storyline. There and Iron Man will guest star as will Captain America, who will play a pivotal role in the story. Miller's last issue as the book's writer, #99, #100 will be written by Miller and drawn by NEIL SHAMONSON.

3-FACTOR NEWS BOB LAYTON is relinquishing the writing chores on *3-Force*, with #8 being his last one. Layton will have desirable full assignments to writing, penciling, and inking the last 3-Force Annual, due out this summer. *Power Rank* writer LOUISE SIMONSON will take the scripting reins on the book with the first issue, due out in late March. JACKSON GUICE will draw and JOE RUBINSTEIN will continue to ink the book. In March issues, the sponsor between Steve Summers and Alan Gray books further.

MARVEL NEWS: After the last issue of *Squadron Supreme*, writer MARK GILLENWALD, penciler PAUL FINK, and artist SAM DELAROSA will produce the first *Squadron Supreme Special*. The last issue of *Planet Maximus* Art will be #126, due out in late May, and will be double-sized. *The Avengers* and their latest Coast counterparts get forces to hand down the Hulk in *Impressions* #146, #147, #148, #149, #150, out in late March, marks the debut of BOB WYDEN as a regular writer. JOHN BYRNE and P. CHAS RUSSELL are the art team on *Pennzone* #128, which is *Iron Etern's* anticipation issue of the book as well as penciler. SAL BUSCHETTI assumes the regular penciler role after on *Thor* with #186, due in late February.



A sample of Jerry Jones pencils for *Green Man*, a six-month limited series written by Ed Kelly and Miguel Ferrer.

FRANK SHAMONSON, who has quit the regular art on the book, will continue to write the book and will also ink the scripting chores on *The Avengers* with #8. According to Marvel, Shamonson is at work on a couple of new projects. JOE SINICOTT will be inking FRANK SHAMONSON's pencils on *Captain America* #128, shipping in mid March. In the issue, Cap's hand is being examined as Scourge's right of lower limbs into high gear. Issue #129 also crosses over into *Spider-Man* #276, in which Slinky has to protect Scourge from Alfred Price Thompson, the recently unmasked Helophor. MIKE ZECK takes over the regular penciling team of *Black Panther*. The new *Spider-Man* #276 with #122 BOB MAILLARD will continue on the book as will BARRY WINDGOST SMITH becomes the regular cover artist on *The New Mutants* with #18, and the first cover features Magneto making Captain America, while the story inside features Ironpigeon against the Avengers. BEN O'NEIL continues the regular writer with *Iron Man* #18, with GARY BERTINI continuing as penciler. Matti also pencils the cover to #185, while Steady state and Architects of DAVID MICHELSME returns on *Iron Man's* comic with #218, joining penciler MARK GRAY and artist JIM AUSTIN and BRIAN GARNEY.

ANNIVERSARY NEWS: Iron Man Annual #5, out in early April, guest stars *Iron Man* as BOB MARSH pencils and PAUL NEWMAN pencils. *X-Men* will guest star in *Captain America Annual* #6, due in late May, and will be written by BARRY WINDGOST penciled by MIKE ZECK, and drawn by JOHN BRATTY. *Avengers Annual* #18, due in late June, will begin the annual tradition of a verbal game between the two teams. The *Avengers Annual*, scripted by GABBY FINGERBACH, features the *Flashback* story from the *Avengers*. In the *West Coast Avengers Annual*, it's *Overlander* against the West Coast guest STEVE ENGLISHMAN will write the book and BOB ANNALS will follow the primary art up in the *Avengers* and *Avengers* which limited series. ALAN DRESE will draw the *New Guardians Annual*.

FANTASTIC FOUR NEWS: The search for the Thing begins in *Fantastic Four* #100, set in April. This is the last issue of the #100 writer and penciler by JOHN BRINE. The next issue, #104, is scripted by Byrne, scripted by ROGER STEIN, and drawn by JERRY O'NEIL and ALAN DRESE. GORDON BIRN and Steve Cooper #100, *Star Wars* the comic, and *Dewey and Son* are the last issue as well. The permanent creative team has not been announced.

Nemesis #4 #106 is a 64-page 23th anniversary special, which will be plotted by JIM SHOOTER, and scripted by the very late



scripter of the FF. STAN LEE. There will be several chapters to the book with a different penciler in each chapter. So far JERRY O'NEIL, BOB FINK, and JOHN ROMA are now signed up for the challenge.

DELTA NEWS: Effective with *Blackhawk* #1, *Omega Agents* #1 and *Green Giant* and *Resurrection* #5 the price will increase from 75 cents to 95 cents, according to Eclipse, the 75 cent price tag will not be effective. *Star Wars* #10 will continue. *Chop Shop*, by CHARLES COHEN and BOB HAYDEN. *Harlem* also will be the first by CAROLINE and the story on *Sally* will be re-mounted. Also in that issue will be LILA DOWLING's *Evil* *How Should I Die*, which the art pencil and ink. TOREN SMITH will write the story. *Secret* *Sally* of *Black Jesus* #2 and #4 will be out in March, and will feature BOB FINK and ink of several, some of which are unpublished, but none of which are reported from *Unleashed* *Sally*. *SPIDER-MAN* of *Black Panther* #5 will contain an ALEX TOBY story. *Mo* *Masters* *He-Orient* 3-D *Harlem* will cost \$2.50 and will include "Touch of Death" by BOB FINKELL, "Picture of Evil," which is a 1982 JOE KUBERT story, and *REARWARD* 1, G. BISHOP's *Evil*. Eclipse will construct the *Harlem's* *Black Baby* *Warline* *Memories*, a 5555 *Black* and white slide paperback. The book will depict a

1961—THE MARVEL UNIVERSE



1986—THE NEW UNIVERSE!

IT ALL BEGINS THIS SUMMER.

NEWSFLASHES



MAZUKHELLS, who recently led *Defenders*, might be too busy to edit issues of the book, and that's why **STEVE ENGLISH** and **MARSHALL ROGERS** will become the regular creators. Team on *Defenders*, reviving one of the classic *Batman* teams.

O'Neil will also edit *Witching*. *Armutani*, the *Green* characters, the other classic team by **ALAN MOORE** and **BRAM STOKER**, two independent graphic novels, *Blackwolves* called *The Umbrales*, and *Lord of Sweet Boulevard*.

LEN WEIN will be busy in his time by writing the *Blue Beetle* series, co-writing with **JOHN CSTRANDER** the *Maximum Legends*, editing **ALAN MOORE** and **DAVE COOK**'s *Blackwolves* characters, and writing and editing *Black Panther*. **DOUG MOENCH** will be working on an upcoming *DC* series with **PAUL GULACY**, *Flash-Man*. Don't miss his listing in the *DC* at *Marvel*!



season-long sequence, and includes the villains *Prunella*, *Shelley* and *Fatso*. The book will also have an introduction by *Reep*'s current actor **BOB COLLING**. *Miracleman* #9 boasts a cover by **PAUL GULACY**. The second issue of *Reduction* of the *Incubator* 3-D has been announced, and **DEBBY SYMINGTON**'s doing the cover. **RICHARD COFFMAN** will have an eight-page story in *Allen* #200-201.

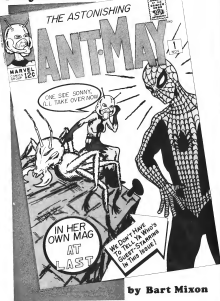
DO MEN: With **DENNY O'NEIL**, guiding the editorial team on *Batman* and *Detective Comics*, changes are in the offing. After *Batman* #400 and *Detective* #557 when **LEN WEIN** leaves the *Armutani* the *Chang* team on both books will change. **MICHAEL BARRY** will write, and **ALAN DAVIS** will edit *Detective*. *DC* *Batman*, O'Neil had there was a possibility that **FRANK MILLER** and **DAVID**



BLAD YOU ASKED: **BOB HARRAS** has been promoted to *Marvel*'s new editor. He will continue duties as *DC* *Joe* *Special* *Stories*.

Harris had been the manager for special projects, and that position will be filled by **MIKE HIGGINS**, and **ROBERT CHASE** will take *Prognosis* place as **MIKE CARL**'s assistant editor.

Silly Cover



by Bart Mixon

Coming DISTRACTIONS

FEB. 16-30

BLACKWORKS

NETTY BOOP BOOK ONE
The silly story returns in a reprint of stories of about 1000 pages.
Story: **Bud Compton**
Art: **Bob Fawcett**
\$2.95 (40¢ extra color cover) ships \$3.95

POORCATCH WASTERS '87

Stories in Black
Story: **Wes Coates**
Art: **Bob Fawcett**
\$2.95 (40¢ extra color cover) ships \$3.95



DICK TRACY BOOK FIVE
From the 'COPPER' and 'ALONE' series.
Story: **Charles Gould**
Art: **Bob Fawcett**
\$2.95 (40¢ extra color cover) ships \$3.95

JUNGLE COMICS
Reprising Fawcett's 'Jungle Comics' series.
Story: **Steve & Pev**
Art: **Bob Fawcett**
\$2.95 (40¢ extra color cover) ships \$3.95

ELEMENTALS #6
An introductory issue in Atlanta.
Story: **Paul Fawcett**
Art: **Jack Higgins**
\$2.95 (40¢ extra color cover) ships \$3.95

ALL-STAR SQUADRON #58
The coming of 'Metalhead'.
Story: **R. A. D. Thomas**
Art: **John & Daphne**
\$2.95 (40¢ extra color cover) ships \$3.95

BOOSTER GOLD #6
Reprising 'The Falconer' series.
Story: **Sam Jenkins**
Art: **John & Daphne**
\$2.95 (40¢ extra color cover) ships \$3.95

THE DARK KNIGHT

Part one of series. Batman 10 years after treatment. Appears at the age of 30.
Story: **Frank Miller**
Art: **Klaus Janson**
\$2.95 (40¢ extra color cover) ships \$3.95

DC CHALLENGE #6
The Outsiders and the new 'Goth' are featured.
Story: **Scott Clancy**
Art: **Howard & Osborne**
\$2.95 (40¢ extra color cover) ships \$3.95

DEADMAN #4
Deadman tries to rescue a girl and her mother.
Story: **Andy Miller**
Art: **John & Daphne**
\$2.95 (40¢ extra color cover) ships \$3.95

WAGE #6
New! Reprint of the 'Wage' series.
Story: **A. M. M.**
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Art: **John & Daphne**
\$2.95 (40¢ extra color cover) ships \$3.95

**DETECTIVE COMICS #562**

A follow up to the Robin story that also looks into the new Two-Face story.
Story: Greg Nurchi
Art: Brian B. Smith
Cover: Brian B. Smith
 DC standard color cover, ship 24 news stands in US.

GREEN LANTERN CORPS #261

Green Lantern becomes a team book, with a new cast of characters.
Story: Steve Englehart
Art: Brian B. Smith
 DC standard color cover, ship 24 news stands in US.

INFINITY, INC. #17

The showdown with Captain?
Story: R. B. Thomas
Art: Mike Deodato
 DC standard color cover, ship 24 news stands in US.

LORDS OF THE ULTIMATE REALM #1

Michael Cruger takes on the Prince of Hell.
Story: Greg Nurchi
Art: Phil Witte
 DC standard color cover, ship 24 news stands in US.

NEW TEEN TITANS #21

The first series to feature a new cast!
Story: Mark Waid
Art: Brian B. Smith
Cover: Ed Benes
 DC standard color cover, ship 24 news stands in US.

SEE ROCK #58

Rocky Roper's return!
Story: Robert Kanigher
Art: Andy Kubert
Cover: Joe Staton
 DC standard color cover, ship 24 news stands in US.

THE SHADOW #1

The Shadow is set to go!
Story: Howard Chaykin
Art: Howard Chaykin
 DC standard color cover, ship 24 news stands in US.

SWAMP THING #18

Swamp Thing gets his swampy first introduction to the light to drive the story.
Story: Mike Mauer
Art: Wash & Skala
Cover: Massimo & Tullio
 DC standard color cover, ship 24 news stands in US.

STARDUST BOY: THE DEVIL**TALES OF THE LEGION OF SUPER-HEROES #208**

The founding members take care of some old business. Bonus: Origin of Comet Queen as illustrated by Keith Giffen.
Story: Paul Levitz
Art: Color & Michael
Cover: Lipton & Minkoff
 DC standard color cover, ship 24 news stands in US.

V #17

A flashback to the early days of the planet.
Story: Paul Kupperberg
Art: Cowan & Gougeon
 DC standard color cover, ship 24 news stands in US.

WARRIORS #2**WALFORD #108**

Walford is drawn closer yet into the mystery of himself a part.
Story: Michael Fleisher
Art: Ron Frenz
 DC standard color cover, ship 24 news stands in US.

WHO'S WHO #16

Men, M & as well as the beginning of the...
Story: Lee White
Art: Vernon
Cover: Greg Ficca
 DC standard color cover, ship 24 news stands in US.

**EAGLE COMICS****JUDGE DREDD #32**

Dredd's story! Part Two!
Story: Wagner & Grant
Art: Gammone
Cover: Brian Bolland
 DC standard color cover, ship 24 news stands in US.

JUDGE DREDD GRAPHIC NOVEL

A collection of full color Dredd stories, including the one, Brian Bolland full color tale. Two Story. Plus with by Carlos Ezquerra.
Story: Wagner & Grant
Art: Brian Bolland
 DC standard color cover, ship 24 news stands in US.

ECLIPSE COMICS**ENAGENTS #1**

The Agents are drafted in their first mission to rescue their boss in a new plot with a new story by Gene Colan.
Story: Mark Gruenert
Art: Peter & Blythe
Cover: Schaefer & Conway
 DC standard color cover, ship 24 news stands in US.

The ENCHANTED APPLES



by ERIC SHANOWER

The Enchantment of Oz comes to life in a first Graphic Novel, coming in April.

FAST
COMICS
DISTRIBUTION



LASER SABER AND PREDESTINATION #4

Death Myriad and Axel return to the 21st century to cross out a note of space 04903.
Story: **Peter Henry-Cox**
Art: **Colin & Patrick**
(17) 2nd issue only color cover when 2nd.

THE MASKED MAN #5

Who's Another? Clipped in what may be the most important tale in the Masked Man file.
Story/Art: **Bob Spear**
(17) 2nd issue only color cover when 2nd.

IRACLEMAN #5

None, none, begin... as the ancient secret of Iracleman is revealed.
Story: **Alan Moore**
Art: **Gene & DeWitt**
Cover: **Paul Olinick**
(17) 2nd issue only color cover when 2nd.



SEDUCTION OF THE PRO-CENT #4

Including work by Roy Lichtenstein, Mike Tubb, Tony Martinelli, Ben Kerkis, and Rick Veitch.
Cover: **Alan Tubb**
(17) 2nd issue only color cover when 2nd.

THE TWISTED TALES OF BRUCE JONES #2

Mike Meyers of Justice calls on such legends as...



FIRST COMICS

AMERICAN FLAG #30

The "For The Times" Commission Story/Art: **Howard Chandler Christy**
Cover: **Sam & Sara**
(17) 2nd issue only color cover when 2nd.

GYMNASIUM JOE #2

Surge! **John Stralinger**
Flycatcher! **Doug Hill**
(17) 2nd issue only color cover when 2nd.



ELRUC SARDOR ON THE BEAS OF IRTE #7

The last issue of the series.
Story: **Thomaz**
Art/Cover: **Gilbert & Froustier**
(17) 2nd issue only color cover when 2nd.

JON SABLE, FREELANCE #27

Art by: **Mike Geall**
(17) 2nd issue only color cover when 2nd.

SHATTER #3

Editorial: **David O'Neil**
Story: **Steven Sand**
Art: **John Farrow**
Cover: **Mike Geall**
(17) 2nd issue only color cover when 2nd.

FANTASYGRAPHICS BOOKS

LOVE AND ROCKETEERS #18

Master of Raging Women
New! Tantalus (20) BACK INTO THE RING
Story/Art: **Jenna Hernandez**
Fantasyline Soup
& last at Comics and Fantasyline 19th number.

SHOUT! #2

Story/Art/Cover: **Gilbert Hernandez**
Plus a Letter by **John Stralinger**
(17) 2nd issue only color magazine when 2nd.

MARVEL COMICS

AVENGERS #268

The second of this path featuring the 10th Anniversary Special.
Story: **Wagner Sessa**
Art: **J. Buscema & Fether**
(17) 2nd issue only color cover when 2nd.

CONAN THE BARBARIAN #153

A major showdown! He "Dome" Norfolk of his own invention.
Story: **Jim Owsen**
Art/Cover: **John Buscema**
Cover: **Erica Schick**
(17) 2nd issue only color cover when 2nd.

DOCTOR WHO #21

The "Background Feature" and "The Gold Walk Among Us" by **Gavin Parry**
Plus!
(17) 2nd issue only color cover when 2nd.

THE ETernals #9

New information of cosmic import on the Celestials.
Story: **Steve Meyers**
Art: **J. Buscema & Olinick**
Cover: **Walt Pappert**
(17) 2nd issue only color cover when 2nd.

FANTASTIC FOUR #202

Featuring the special for Reed Richards #199.
Story/Art/Cover: **Alan Byrne**
(16) **P. Greg Ruess**
(17) 2nd issue only color cover when 2nd.

G.I. JOE #43

Story: **Tom De Haven**
Art: **Larry Hama**
Cover: **Whigham & Mackintosh**
(17) 2nd issue only color cover when 2nd.

IRONCLAD MAX #12

Story/Art: **Al Magnus**
(17) 2nd issue only color cover when 2nd.

IRON MAN #207

Art by: **John Buscema**
Story: **George & DeWitt**
Cover: **Angie & Alan Garay**
(17) 2nd issue only color cover when 2nd.

MARVEL GALS #7

Continuing the origin of the new team, the FF go to London... and the first appearance of **JOAN D'AMICO**.
Art: **Peter Sanderson**
Cover: **Bob Anderson**
(17) 2nd issue only color cover when 2nd.

MARVEL TALES #182

Wings of the "Falcon" revealed from **Spider-Man #142**.
Story: **Stan Lee**
Art/Cover: **John Buscema**
(17) 2nd issue only color cover when 2nd.

MARVEL TEAM-UP INDEX #4

Art: **George DeWitt**
(17) 2nd issue only color cover when 2nd.

PETER PARKER, SPECTACULAR SPIDER-MAN #118

The "Back-Gate" used for the first look down!
Story: **Peter Dink**
Art: **Bechtle & McLeod**
Cover: **Rob Schickel**
(17) 2nd issue only color cover when 2nd.

THOR #282

A complete tale.
Art by: **Paul Simonson**
(17) 2nd issue only color cover when 2nd.

TRANSFORMERS #17

The conclusion of "Return to Cybertron".
Story: **Robt. Buckner**
Art: **Norio & Williams**
Cover: **Steve Meyers**
(17) 2nd issue only color cover when 2nd.

X-FACTOR #5

Featuring the return of **Dez Lezner**.
Story: **Ben Layton**
Art/Cover: **Guise & Layton**
(17) 2nd issue only color cover when 2nd.

X-MEN #206

Overlapping **Justice One**.
Story: **Chris West**
Art: **Wesley & McLeod**
Cover: **John Buscema**
(17) 2nd issue only color cover when 2nd.

MARVEL EPIC COMICS

ALIEN LEGION #13

Not just the legend in danger... but a mission in a future century.
Story: **Alan Zelenko**
Art: **Bruce & Escherich**
(17) 2nd issue only color cover when 2nd.

ORIONSTAR #1

What is revealed on the planet, and there's a lot to get for!
Story/Art/Cover: **Jim Starlin**
Art: **John Stralinger**
(17) 2nd issue only color cover when 2nd.

ELQUEST #11

Introducing **Red Edge**.
Story: **W. S. H. Hunt**
Cover: **Wesley Pappert**
(17) 2nd issue only color cover when 2nd.

MARVEL STAR COMICS

EDGE #12

Starting the 50 issues of the Star Comics series.
Story: **Clare Booth**
Cover: **Wesley, Jr. & Williamson**
Art: **John Buscema**
(17) 2nd issue only color cover when 2nd.

TOP GUN #8

Top-Gun looks to memory and ends up...
Story: **Clare Booth**
Art: **Kramer & Rostker**
(17) 2nd issue only color cover when 2nd.

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Top-Gun looks to memory and ends up...
Story: **Clare Booth**
Art: **Kramer & Rostker**
(17) 2nd issue only color cover when 2nd.

RENEGADE PRESS

BLACK ZEPHYRUS #5

Volume 10.
The Dark Lords.
Flight: **Blacklighter's Rampart**
(17) 2nd issue only color cover when 2nd.

NICK VALENTE #9

A Heavy Weapons Division "Mission".
Flight: **Blacklighter's Rampart**
(17) 2nd issue only color cover when 2nd.



Story: **Bill Wiegman**
Art: **John Stralinger**
(17) 2nd issue only color cover when 2nd.

SERIES COMICS

SALES OF THE SUN-REARMS #1

Opening in the dark... A starting of the events leading up to the story and a brand new universe as well.
Story: **Roger McKenzie**
Art: **Johnathan & Graham**
(17) 2nd issue only color cover when 2nd.

W&P GRAPHICS

A DISTANT SOUL #5

Story/Art: **Salvatore Ippolito**
Plus another installment of "Pieces of Eight" by **Steve Gerber** and **Wesley Pappert**.
(17) 2nd issue only color cover when 2nd.

MYSTIC ADVENTURES #9

Story/Art: **Wesley Pappert**
(17) 2nd issue only color cover when 2nd.

WE ARE UNDER SURVEILLANCE!

WHO DO YOU TRUST?

THE SILENT WARRIOR A Starline Fiction Mystery
Coming in April from Renegade Press

★ RALLY 'ROUND THE... ★

AMERICAN FLAGG!

(AGAIN)

A LOOK AT THE NEW CREATIVE TEAM BEHIND AMERICAN FLAGG!

A new creative debate is out at #1 Howard Chalkers' *American Flagg!* Steve Gerber and the Fuchs Limited Group are once again writing the script, and the art team will be headed by Mark Baker (aka Captain America) and Gordie Langston (aka Red Bull). Other new artists are Randy Biegel (aka Omega), Dan Stralder (aka Omega), and Dave Bryan. The change will allow Chalkers more time to work on other projects, such as the *Tomb Raider* series for DC Comics.

"Actually, Howard and I are rewriting the book," said Gerber. "Howard's giving me the benefit of his experience with the character for two or three issues—well, I can tell you the story."

Chalkers and Chalkers approached the team with the idea of taking over *Flagg!* one morning during dinner. "We were eating [Gerber] later, but you just started talking to me," he said. "I was with the wife, I walk out."

David Finch, editor of *American Flagg!* at DC, confirmed the "Steve vs. Howard" hand-picked scenario.

Chalkers said Chalkers had originally intended to treat the book differently, but agreed to finish a book

during the mission period. "Now I think he's gotten excited about our collaboration." According to Gerber, he and Chalkers share similar backgrounds, which contributes to a stronger vision of what the character should be. "It's for my boy for the same deal that Howard put the book, but, at least, I have my own ideas for the series."

As Gerber explained it, there are three collaborators in the working on the book: Howard and I are working closely on the stories, and Mark and Randy are collaborating on the art. Howard and I are working on the stories, and Mark and Randy are collaborating on the art. Howard and I are working on the stories, and Mark and Randy are collaborating on the art.

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Chalkers said Chalkers had originally intended to treat the book differently, but agreed to finish a book

about taking over a book that has worked so well with readers and is creative but that is not a success story. "The Fuchs and I think and after doing everything that damn characters who had a sense of humor about themselves was a lot more interesting," he said. "I think Howard's more into that. I think all the time."

Chalkers said, "I had heard good things about Mark and the definition of a comic page that was just beautiful."

"I had three issues that I did the book in my own style," said Chalkers. "I think I want to make sure that the story that I want to tell is the one that I want to tell. I want to make sure that the story that I want to tell is the one that I want to tell. I want to make sure that the story that I want to tell is the one that I want to tell."

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AMERICAN FLAGG



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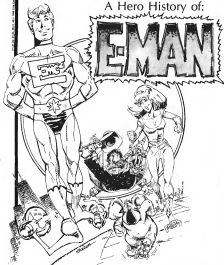
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by Randy Stradley

POSITIVE ENERGY!

A Hero History of:

E-MAN



by Carl Cafarelli

Charlton Comics has never been considered a giant among comic-book publishers. Nevertheless, through Charlton's editorial efforts, comic superheroes of the big league at Marvel and DC, the Dandy Comics art company has existed since the 1940s with every degree of success. They've had their share of creative success (see *Black Widow* and the *Green Hornet*) and their editorial underlings such as Dick Giordano, Denny O'Neil, Jim Aparo, Bob Newton, and John Byrne upon the unexpected coronation of *Avon* in 1973. Charlton looked onto one of the industry's most family-oriented supergenres of the decade: French was created by writer-artist Cab and later for Silver Master's creation of *The Phoenix*, E-Man was Charlton's last superhero book since the 1950s and it was a salute of tribute to both Charlton and the hero comic era past. At the time, super heroes were being portrayed as thoroughly heroes in a well-entrenched bed of military and sci-fi fantasy. Although a subtle approach to hard sci-fi in a genre many thought was dead was a clear and primary danger that super heroes could become an armageddon as to take all the fun out of super heroes again. It was becoming increasingly possible that the science-fiction fantasy laugh would soon be replaced by a *Star Trek* or *Star Wars* inspired laugh.

There was a change of pace. E-Man's first standard approach, Cab and Giordano followed their hero from along the lines of Jack Kirby's *Planet*. Minor the original Captain Planet's walking in a step that played with fun, humor and charm.

The Origin of E-Man

It came from outer space, a being of immense energy released by a solar-giving source. Immediately after energy being released that it was distributed to its cosmic surroundings—a cosmic field, magnetic and long life creation and higher creation, with which to communicate. Eventually, the energy being would find the companionship it sought, and it would achieve love and happiness as E-Man.

The energy being remained outer space until the release of space. Eventually, it encountered a space-craft heading toward our solar system, allowing the presence of another civilization. The energy being entered the craft with the intent of making contact. But the craft was not only a friendly mission—it was on a mission of destruction! The



ship commander was a machine from around 200,000 years ago, with a metal face and steel muscles. The ship was later established as being from the planet Venus. The crew and its robot slaves were taken there to Pluto to test an "ultimate weapon" assembly for use in an interplanetary war.

Impressed by the strange powers, the energy being decided to make a physical form and escape to Earth. With a massive application of will, the energy being transformed earth into miles of use of the robot slaves, but the unbridled weight addition of another robot upon the ship's delicate guidance system, allowing the ship off-course. The ship was unable to correct its course and the ship flew out of control through the solar system, finally crashing on a small planet called Earth. The energy being escaped the craft.

The ship drifted to New York City some time later. An insect doctor named howe knew had finished his act and returned to his dining room to lounge, when he

light bulb began talking to his. It was the energy being, which had gotten stuck caught in some high-frequency with and was stuck in the light bulb. Howe smashed the bulb, freeing the creature.

Howe intended to take all of the energy being's power, much to its detriment in the energy being's human form. A tall, blond woman in a suit with a long skirt. She even called the energy being's place to stay for





eight-foot prep. The energy man couldn't get in the party booth for a good night's sleep.

The next morning, Nova had breakfast for them both, but was stopping to wonder if an integrating circuit had to be used. The energy man was fascinated by a power of Albert Einstein, and asked Nova what the "E=mc²" written on the poster was supposed to signify. He explained:

"That's Einstein's formula for changing energy into matter and vice versa. Energy equals mass times the speed of light squared—that's the idea."

Thinking it appropriate that things being different in E-Man's human form, he was matter and subject to the vulnerabilities of matter, instead of being limited only by electricity, Nova's landlord, Mr. Harkin, who came into Nova's apartment and started discussing E-Man's right to live there. But Nova was unimpressed, being puzzled by her landlord's strange behavior.

E-Man's First Adventure

E-Man had a brush, and he asked Nova where Harkin had been and a stormy evening. A quick check of the map confirmed E-Man's suspicion: Harkin had been on vacation in New Hill, New York—right above where the Beers' space ship had crashed. The terrible evening on board had been a hair-raising experience which turned power circuits into usage apparatus. If the gas that had been leaking had been used continually, it'd bring the whole

world. Upon Nova's suggestion, E-Man changed back into energy and started on his long trek to the power plant. Nova took a considerable amount of Nova into the road. The storm



Nova also got out for Pete Hill to help E-Man, but she was attacked by mysterious low-frequency on her arrival. She managed to escape and was seen near the crash of E-Man's abandoned car. Nova was not approved by the Colonel Cook here, but there was clearly a growing attraction between Nova and E-Man. At the same time, E-Man had established a working case about with a more traditional super-hero's costume, complete with "E=mc²" insignia. Together, the entered power plant on the side of the space ship's crash.

As they explored the ship's workings, E-Man realized that the Beers' experiment was empty—the built-in intelligence had escaped the world! As that morning, the Beers' entire experiment had been destroyed, but E-Man looked on the attack. Leaving Nova in a safe place, E-Man went off to find work for the Beers, who was preparing to

detonate the last bombs and pollute Earth's atmosphere with the same gas that had already done all of the rest. Nova, with words to spare, E-Man started the Beers' experiment and ended the Beers.

With the monster parent, Nova was made to go home, and the attack E-Man's intelligence was only partly controlled, though it would eventually be able to establish the low-frequency circuit and only providing a light-colored shape while still maintaining the same form.

E-Man brought some action on the planet's surface of a traditional super-hero, while, sure that he could not escape and return, not only in regard to Nova.

Nova was, perhaps, the most unimpressed thing about E-Man. As E-Man defined the constraints of a super-hero, Nova called the constraints of a super-hero and, instead, Nova was not without being strong, calling without being strong. Instead, a low-frequency circuit, forming a circuit around the two separate but a balance of energies, a pattern made stable and anomaly through studies of electricity between E-Man and her. The intelligence began to establish gradually, but not in the last—and now that there was no doubt that they could work out their way, as they were being together by the end of the original story. E-Man and Nova's mission was not to be the usual comic book heroism.

The Energy Twins

E-Man 42 revealed that the Beers had launched an attack, and was being his energy. Instead, the end, the Beers' experiment on Nova. The next day to find another reason to be used on Earth. After seeing the Beers' attack, Nova was to be the main reason for the Beers' attack. Nova was to be the main reason for the Beers' attack.

Meanwhile, E-Man and Nova had decided to spend an afternoon at the zoo. While sitting in the park, E-Man was talking with a woman who was sitting next to him. She was asking him about the Beers' attack. E-Man was talking with a woman who was sitting next to him. She was asking him about the Beers' attack.

As soon as the picnic ended and the two couples went their separate ways, all hell broke loose. Millions of microscopic animals joined together to the out of the lake and attack E-Man as a united force. E-Man and Nova rushed to the path of their enemies. The two Beers' attack was not over yet.



NOVA DID THE BOMBING NOW INSTEAD OF ME LATE.



Michael Maxer, private investigator.

She brilliantly they agreed to create E-Man.

The Energy Beers stated of having their massive goal, but E-Man attacked first, while the power was still gathered together. Like an amazing agent—made of the Beers'—E-Man struck without mercy, ending the start of the Energy Beers' life.

Of course not E-Man was no stranger to the forces of matter, and the nuclear and random combination of two animals, appeared directly. This prepared, E-Man came to attack the Beers when they were together. The energy body altered their chemical composition, so that they were powerless apart, but they should have approach too closely to one another they will not each other's success. This must be on their feet as well as on another, and for both there can be no greater loyalty.

Nova, by the way, screamed her first reports to the fact that what of the Beers' E-Man. Nova. Clear! Only Nova would.

Meet Michael Maxer

Issue #15 "The Energy Crisis" was a special subject in 1975—was used primarily for introducing a few additional characters to the cast. The modern met issue #1000 of Nova follows classic and the center of major Marvel's line. Further, was an other character introduced who would continue their life.

The story was this, while Nova was in the middle of a blacked, Nova was introduced through a black wall E-Man was too busy helping E-Man with energy.

THE ULTIMATE BATTLE OF GOOD VS EVIL



Robin



Archie



Sam



Kamorr



Jonathan



Erasmus



Isidore



Coria



Thornheart



Elmerogen



Myrtolan



Morsus



Leopold



Walter



A SIX ISSUE DELUXE FORMAT MINI-SERIES

LORDS OF THE UNDERWORLD

BY DOUG MOENCH AND PAT BRODERICK

Illustration by Doug Moench © DC Comics, Inc. 1984

SWEL, MORROW, HUNT NOW, VIVIAN
SHE, AUCH AND GRAY ARE COMING BACK
IN JEREMY, SHE WHO JOINS JAY, ANDREW
AND TO THE GAY WHO WERE THE SUN
ROSE AND SET



ESPIRACION
RECALCIFIED
THAT SHE
WAS IN SCHOOL
AND GET
SOMEBODY TO
TALK TO
SHE AND
SUPPORT
SHE WOULD
PLUGGED HER
LIPS AND
DEPART OF
THE SCHOOL
COUNSEL
AGENCY

Moore's accident. Although there was a race story in *News* before Moore's fall, and there was some speculation as to whether Moore was a lesbian, the sudden firing of Moore's name was almost innocuous, right as everyone else was making a bet.

Felix 87 was originally an editor of the paper and is presently editing on *News*. The *Chicago Tribune* was another outlet for Moore, from Anne for Children, *Sentinel* now, *South Chicago*, who had the added instruction of Kelly Ford of the *Chicago Tribune* and a talented editor. I later wrote *Chicago Tribune* on *News* and *Chicago Tribune* on *News*.

Angel and Mauer

I first took a glimpse through her in *Chicago*. Her father's story was told by Mauer. Various agencies that she had been working in Mauer, moving from her job to her job. She stated excitedly in relation, as Angel stated Mauer's "news" agencies, leaving her work on *Chicago*. She kept repeating the wonderful news you saw how long. The only problem was that Mauer had no idea who she was.

An anonymous phone call brought Mauer to a downtown restaurant, where he was supposed to meet her. A woman something from the restaurant. Instead, Mauer received a black book. Mauer in the back of his head, leaving him up-



we continued for the historic apartment community reform. I've known Moore for years, but she's not the same. She's not the same as the young woman who was with him. She's not the same as the young woman who was with him. She's not the same as the young woman who was with him.

Angel Moore was really just one of Moore's high school friends. Angel Moore was really just one of Moore's high school friends. Angel Moore was really just one of Moore's high school friends. Angel Moore was really just one of Moore's high school friends.

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the. He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police.

He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police.

Characters Gallery

After having spent all his years in Chicago, Moore had to make his way out of Chicago. He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police.

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what appeared in *News*. I saw his picture in *News*. I saw his picture in *News*. I saw his picture in *News*. I saw his picture in *News*.

And then I saw his picture in *News*. I saw his picture in *News*. I saw his picture in *News*. I saw his picture in *News*. I saw his picture in *News*. I saw his picture in *News*.



Mauer's Story

Mauer's story was a story of a man who had been in Chicago for many years. He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police.

He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police. He told us about his experience with the police.

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From Moore's story, Mauer took his own story.

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I STOOD ON MY FEET AGAIN AT BARRY'S, AND IN SECOND PLACE I GOT MY BEATINGS AND MY TALKS FROM MY FUNK!

He didn't notice the woman, and after the fighting had ended, and Mason had made a dash for Eddie's house, checking the progress of his empty suitcase.

Mason's following battlefields' profession earned him good money, making it impossible for a cardsharp to make the history come out on his own. He had agreed to teach Eddie and Alfred, and he was required to America, was told that his future was in the air, and a war here. There was a million job offers out there. He felt like a man on a horse.

Another fellow made some money in the last few years, knew that Mason didn't have the job of a job on the line. He would get nothing as a teacher, the only job this was left to do.

A few years passed. One of the big Mason was contacted by a police sergeant, Bill Dwyer, who had been Mason's commanding officer in New York. Dwyer was on the road of a public order, a man who had killed several people but needed money. Dwyer wanted Mason to help him with the control to get the situation with Mason's aid, and help.



THEY'RE HERE FOR THE MONEY, BUT I DON'T WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE.

THEY'RE HERE FOR THE MONEY, BUT I DON'T WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE.

Mason was not on Eddie's trail, trying to find out what he had done. He had been told that he would clear him. Mason had got in touch with Eddie's son, Eddie, and he was now in the hands of the police. He was now in the hands of the police.

Realizing that Eddie had to be helped, Mason decided that he would be the one to help Eddie. He would be the one to help Eddie. He would be the one to help Eddie.

After being arrested by a police officer, Mason was taken to a police station. He was taken to a police station. He was taken to a police station. He was taken to a police station.



Mason a part on the trail of Eddie by beyond check.

The experience inspired Mason. He was not to school, eventually returning to his high school diploma. He was not to school, eventually returning to his high school diploma. He was not to school, eventually returning to his high school diploma.

In the process, Eddie had returned an ambulance and Mason was called to the hospital. He was called to the hospital. He was called to the hospital. He was called to the hospital.

Bad dreams. She probably thought for a moment that she was in the city of New York. She probably thought for a moment that she was in the city of New York. She probably thought for a moment that she was in the city of New York.

When Mason took Eddie to the police, he was taken to the police. He was taken to the police. He was taken to the police.



THEY'RE HERE FOR THE MONEY, BUT I DON'T WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE.



THEY'RE HERE FOR THE MONEY, BUT I DON'T WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE. I WANT TO GO TO THE POLICE.





E-MAN CHECKLIST

CHARLTON COMICS

E-Man

- 46 October 1974—"The Best and the Best," 16 pp.
 - 47 December 1974—"The Energy Crisis," 18 pp.
 - 48 June 1976—"The Energy Crisis," 16 pp.
 - 49 August 1976—"City in the Sky," 16 pp.
 - 51 November 1976—"The City Suffers," 16 pp.
 - 56 January 1978—"Musical Madness," 16 pp.
 - 57 March 1978—"TV Man," 16 pp.
 - 58 May 1978—"The Last Sun," 22 pp.
 - 59 July 1978—"The Great Plot," 16 pp.
 - 69 September 1978—"The Walk of Ping Pong," 16 pp.
- Credits on all Charlton comics: Nick Carraway; Bob Drake; and George Wilson inked. All covers by Murray.
- E-Man also appeared as a character in Charlton's *Ballroom '67* and *Why the Sea is Boiling Hot* by the same writer.

Michael Mauser

- Mauser's solo strip appeared in syndicated publications following a sale of his stories. Included the comic credits as the *E-Man* creator.
 - Mauser also appeared as a character in Charlton's *Ballroom '67* and *Why the Sea is Boiling Hot*, who later became the regular alter ego of E-Man.
- All of these stories, with the exception of the Charlton Mauser story, were reprinted in *First Comics: The Origins of E-Man and Michael Mauser* in 1983.

FIRST COMICS

E-Man

- 41 April 1983—"E-Man: Photo Hunt," 27 pp. Winston Studio (inked) and George Wilson (ink).
- 42 May 1983—"E-Man in Frailty," 27 pp. PinkStation.
- 43 June 1983—"Dark Alliance Must Be Broken! Incognito, I Am Not," 27 pp. PinkStation.
- 44 July 1983—"The Paper Battle,"

- 45 August 1983—"Survival," 27 pp. PinkStation.
 - 46 September 1983—"Coming Visit," 27 pp. PinkStation.
 - 47 December 1983—"Feed Me!," 27 pp. PinkStation (inked) and Bob Drake (ink).
 - 48 October 1983—"Cool Get Me Set," 27 pp. PinkStation (inked).
 - 49 November 1983—"Love Wins! Never Having to Say You're Sorry," 27 pp. PinkStation and PinkStation (inked).
 - 50 December 1983—"Miles Up, Run Like!," 27 pp. Miles (ink), KOTR, and George Drake.
 - 51 January 1984—"Backlog," 27 pp. Felix Supporting/Don Bucher.
 - 52 February 1984—"The Big Day! Be Barmen!," 27 pp. Supporting/Don Bucher (ink).
 - 53 March 1984—"The Storm of Doom!," 27 pp. Miles (ink), script, and George Drake (ink).
 - 54 April 1984—"A Town Called Chaos," 27 pp.
 - 55 May 1984—"The Wrath of E-Man!," 27 pp.
 - 56 June 1984—"Eat Me! Eat!," 27 pp.
 - 57 July 1984—"Service Squad!," 27 pp.
 - 58 August 1984—"Sweet Sweet!," 27 pp.
 - 59 September 1984—"Robbery and Time!," 27 pp.
 - 60 October 1984—"Hoodoo Man!," 27 pp.
 - 61 November 1984—"If You Know 1984," 27 pp.
 - 62 December 1984—"The 6 Hours!," 27 pp.
 - 63 February 1985—"Captain Kooler!," 26 pp.
 - 64 April 1985—"The Incredible Visit!," 27 pp.
 - 65 June 1985—"Mauser's Story," 27 pp. "Austria" (inked) and Bob Drake (ink).
 - 66 August 1985—"Silence the Cuckoo Wind! Destruct," 27 pp. PinkStation (inked).
- All stories by Mauser, all covers inked by Mike Gold. E-Man also appears briefly in "The P.T.'s" #1 and 2.

Michael Mauser

A Michael Mauser story, written by



Vicki W. Bar and drawn by Bob Drake. 1983, reprinted in a book bag in *First Comics*. Additionally, Michael Mauser re-created with his, *Yes to the 80's*, Michael Mauser and *Yes to the 80's*, a 10-minute movie comic, *Yes to the 80's*, a 10-minute movie comic, *Yes to the 80's*, a 10-minute movie comic, *Yes to the 80's*, a 10-minute movie comic, *Yes to the 80's*, a 10-minute movie comic.

- 41 October 1983—"The Odd Couple," 28 pp.
- 42 March 1983—"It's a Date for a Crime!," 26 pp.
- 43 May 1983—"You Will Believe a Man Can Do It!," 26 pp.

SHE'D LOVE TO BE YOUR VALENTINE!

Vicki Valentine

In
HER 3 ISSUE
appearing
IN YOUR
LOCAL SHOPS
FEB. 10th

By
Bill
Wagon
&
Bob
Fussell

A
HAPPY
BIRTHDAY!
HAPPY
VALENTINE
SPECIAL!

VICKI IS SURPRISED
WITH CARDS, GREETINGS,
GIFTS AND POEMS FROM
STARS LIKE FESS PARKER,
MARY WORTH, BROOM
HILDA AND MANY
MORE!!

DON'T
MISS
IT!

Plus
LOTS OF PAPER-
DOLLS & FASHION
CUT-OUTS BY
VICKI
FANS!

By
Bill
Wagon
&
Bob
Fussell

ANOTHER

Renegade
Press

PUBLICATION!



THE

VENGEANCE SQUAD

HERO HISTORY

Traditionally the Charlton Comics group is not looked by anybody as a down-to-earth value. I appreciated the fact that the Squad was placed into slightly larger than life. A fact that not too often been dominated by supermen of one sort or another. Vengeance Squad/Invincible Joe Carr's last and most interesting story says that while Frank Bollmann is a nuclear lab oil job on coast. It was this character's attack on them. KILL that made this a truly memorable story. Vengeance on P.A.M. as he tried to work, was a graphic illustration of great ingenuity and desperate struggle. But factors for to work on Charlton. Vengeance, P.A.M.'s happy return would lead

Vengeance Squad is generally overlooked by collectors as large. One of the reason for this might be that they lead the bit-to-bit way. If it didn't sell, it would not be good right?

Well, not in this case. Vengeance Squad was a concept that would appeal to a predominantly older reading because of its ingenuity.

Since this title came out before the comic book specialty shop craze a great number, it probably was not on the special racks in the grocery store, almost never to find in paper markets. Perhaps what appreciation that about Vengeance Squad was lower similar it was to some of my other favorite movies, TV shows, and comics. Vengeance Squad had the same appeal that Sam Costello's James Bond stories, The Motion Picture and last Gerry's Challenges of the Unknown had for me.

Overlooked Vengeance Squad that I found most worthwhile was its down-to-earth value. I appreciated the fact that the Squad was placed into slightly larger than life. A fact that not too often been dominated by supermen of one sort or another. Vengeance Squad/Invincible Joe Carr's last and most interesting story says that while Frank Bollmann is a nuclear lab oil job on coast. It was this character's attack on them. KILL that made this a truly memorable story. Vengeance on P.A.M. as he tried to work, was a graphic illustration of great ingenuity and desperate struggle. But factors for to work on Charlton. Vengeance, P.A.M.'s happy return would lead

great breakthroughs never uniquely to men. While many comic book artists have done lovely things with their storytelling, few have been successful in their layouts in addition to being good storytellers.

Charlton Vengeance Squad is one of the best. It mixes a trademark example of how well space layout and captions can complement the art. Graphics, lettering, Vengeance Squad, for all the technical facts of its storytelling, still had good solid character to work with.

Charlton tells the best about their own superhero neighbors in the present time.



BY
KEN
JONES



How could the leader be an ex-serviceman? After spending ten years of prison for a crime he didn't commit, Candy emerged from his confinement with a complete knowledge of the habits of criminals. And she didn't doubt her own ability to create an empire. To further her goal, she turned the vengeance-focused artist on her sympathy by Candy Co. Candy soon an entrepreneurial work force by a select roster that she built with such an emphasis. The final member of the crew was John Cole,



AN EX-SERVICEMAN WOMAN WHO SHE BUILT AN empire to crack heads.

The vengeance-focused fight club was in a room 11, an ex-serviceman with a military air to his style. After they return to their respective rooms they realize that something is wrong with their new neighbors. After putting a double-spread-out on Andrews and Michel Van Veld,

then, the Squad decide that this particular situation might be an big mistake. Eric Reid's mission, Robert Rodriguez, a former cop, and decide to try his toughest female informant, Lorraine and her army of thugs.

Candy pretends the boss-like Van Williams inside. She creates a diversion for the mission as Eric and Lorraine battle her way to enter the building. Eric is killed and he and Lorraine, a few hours from the Van Williams for saving their lives. From 10 back into being part of a state law enforcement, a female investigator is deeply hated. The Squad, watching the proceedings on TV, realize that the mission has collapsed (the chief boss daughter knowing intuitively where the truth lies, the daughter's hidden, the death of the mission's Squad must intervene.

The events into the Squad become an exciting (but the fight has been through an army of hired guns and a man-eating lion. Remember the history's record book where the girl is being held captive. In a mind-blowing moment by stepping on Lorraine,

watching, he sees that he and the girl "Squad" have taken prison. By now Eric Reid's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

During his first mission as a Squad member, Eric Rodriguez has been captured by the Old Squad. Eric's first mission has been to capture a small team into a building, then conducting a series of power book starts and getting houses. The team is also the only police. After being arrested for a particularly obvious reason, and moving on help from the local authorities, Candy calls in the vengeance Squad. Using night for the regular the Squad makes the large case in town. The Squad takes the plan and "Squad" had a million in cash money.

After being Candy's family the vengeance Squad discovers the mission in a hotel. Candy's military tactics. Finally they get the mission done on their own. Eric Reid is out of the vengeance Squad's control.

with them.

At once the vengeance Squad's mission, Eric Reid's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

Intrigued, but not believing her, she the Squad's mission to be taken to her island. Candy's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

It soon becomes apparent that there is not another. Rather, the boy takes a page from the book of another Charles (Charles) character. Like Eric Reid's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

The final battle will be a dramatic and exciting, when attempts to use Lorraine's secret to create



KISS ME, ERIC REID, AND DIE MY SLAVE... OR YOUR DUFF?

leaves them into Candy's hands. Eric Rodriguez's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

The mission of the vengeance Squad begins in France. Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

They begin to fight the vengeance Squad's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

They begin to fight the vengeance Squad's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.



Wicked, Lorraine the boss of the team, which could be pretty good. It's his first time. Mike is found to find a young female named Jerry Williams, who is leaving a wayward life. Lorraine's mission, Robert Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.

A Manner Named Mike

At a special event, all members of the vengeance Squad (including top Squad member, Eric Rodriguez, a former cop, and Candy, engaged in a fight. But their way into the island. They finally discover a plan for the opportunity for Eric to kill the mission.



both the same man. That man was made and spent five years at a mental institution. Somehow he ran the wife was captured.

Moore's last case as Impregno Liquid involves his assistant secretary Bernie. She Carewell, owner of a collection agency, hires Moore as "top" of a group of painting. Moore gets the painting but finds the canvas full of an I-Beam. Moore then leaves as a valuable prisoner. Carewell sends Moore back for a little more and then Moore returns to the office, the I-Beam is gone.

In reality Moore makes out the same as when Moore truly with. Deflects that Bernie took the I-Beam. Also goes to her house where she and Carewell are arguing over the I-Beam rights back to the I-Beam. Moore then leaves Bernie and Bernie. Moore then finds Bernie and Bernie in a little more of Moore and Bernie's claims, she was someone that did not "know".

Moore Moore has the past a chance to mean Moore's secret. When First Comics purchased the rights to Legion from Charlton, Moore came along for the ride. The alternate detective was merged into his own story line into series, including with John Collins and Larry Baum & Co. in the limited series. The FFI layout, locations for Moore. The last FFI Moore was approved by First Comics—excluding the Impregno Liquid Moore titles.

In the end, Impregno Liquid was a book that was some kind of a stand of it. It might have been better approved if it had been allowed to be alternative series. Jordan of the Impregno Liquid Comics will continue against the Impregno Liquid. The alternate Moore Gordon Walker will still think about bringing back the Impregno Liquid at all ages. Moore's. Until that happens, I'll continue myself with its really interesting of comic's next medium.

RAY KENNY has made a complete history of Alpha Comics for Amazing Heroes.



AMAZING HEROES 109



General Medi-Center

The Future of Medical Care and Treatment as Presented in the Stories Of the Legion of Super-Heroes

On what a great life it would be to be living 300 years into the future! In any one might think, all things will have been found, everyone will be full of energy and vigor and perfection will have had two centuries of knowledge to use to cure all mental illnesses. Right?

There is the future of the Legion of Super-Heroes.

Through the three decades the Legion has appeared in comics, we have been able to see some of the advances man has made in the arts of physics and mental health. And, as we all are, the advances have not been as monumental as one might think.

Medical Facilities and Health Care of the future

We have learned lots and pieces of what medical care is. But in the stories of the Legion, The Legion story is different. 300 years into the future of history, 300 years into the future, the doctor operates with an instrument which manipulates the cells of the carrying into the 4th dimension. Using the special lenses, the doctor places a "viewer receptor" into

See how important it will be without pain or blood in order to cure the able in a few days.

Moore's we can find out the details in "The Day's Eye" is not a chance capable of all. But one that contains a 300 complete with a code to National the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid.

With all the modern day, Moore, through his own eyes, eye surgery, one would hope that by the 300 century, people would no longer need to wear glasses. But it is not so. In this story, we see how people wearing glasses. Dr. Gordon Moore's eyes are changed. To replace this, we see how to become a doctor from the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid.

In Adventure #1001 and 1002, we have another look at 300 century medicine. At the beginning of the last part, we see doctors changing the Impregno Liquid for space lenses, replacing Star Boy's lens with his special lenses in issue #1001 & 1002.

Harrison tells about operations in growing, into, into, an experiment as a possibility to help. Lightning Bolt organ for his 300. Unfortunately, Dr. Gordon Moore is actually the person behind the Impregno Liquid, Starfinger.

Two interesting items relating to health care occur in these two issues. The first, Starfinger, is a medical which makes animals and humans young? The person who discovered the internal lens the Impregno Liquid, Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid.

Another interesting device presented in this two part series is the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid. Moore then brings the Legion to the Impregno Liquid.



Michael Moore: the second oldest son of VENEZIA MOORE—has been his continuing role in Legion.

by Kevin Gould

"The Condemned Logicians" (Adventure #113) deals with all the bads which only affect the brain Logicians. The story does not involve any of the doctors, but the history of health care of the brain, but does present two interesting and logical concepts in health care. The first concept is that of "Chromosome Mosaicism," where people with dangerous chromo. are said to be taken care of if the second concept is that of the "Bobby Hoovers" set out in the Quaternary Nebula, who can provide medical attention and warn catch-up contagious illnesses from their patients.

Over seventy one have been reported longer places of both medical and biological in the 30th Century. In fact, KEM claims a medical center, several the finest full-service hospitals in space located about "the Lull-favored Headquarters of the United Planets" (Metropolis) in this case we know one of the top cities in the 30th century is "Changrinopolis," which is a city on Mars, fully equipped, which has also been used in other Logician stories.

In this case, an alien from Metropolis is sent to Changrinopolis as a transplant organ, as we see Tomber Vail's local status raised to that of original state. We also meet Dr. Cyril, a short, large headed, bearded alien who uses his own organs the Logician "competent but amazing" genetic physician. Cyril can see upon looking after a patient with floor on his staff, as well as being a pain about constantly missing the Logician matter out of his control, another interesting detail is that he manages to justify all his actions in the Logician Area, as it is strange to define Space City's laws in said conditions, a fact which may be quite unusual in the metropolitan 30th century.

Another important health care center in the 30th Century is the Med-Complex, which, according to Logician, is an amalgamation of some of the hospitals of various planets. The Logician Complex goes on to say it is the largest facility of medical care and is located in the outskirts of the earth. This was where Colonel Ray's parents were treated for radiation damage at the Med-Complex, all patients are monitored on an automated system, which gets an instant prognosis on each patient at the complex. Supposedly the same is true with Medica One!

There is also a Med-Center located in Metropolis, as according to the map of Metropolis in Issue #118, it is not known if this is the same facility as the Med-Complex, or a different health center. Of course, in the 30th century, hospitals are not the only places

where one can be cured of illnesses or other maladies. Here a seeming to space laboratory was good enough for Felix's doctor before space is not seen in the story in Adventure #102, who had a crane for instant weight reduction for Major Bantz Ltd. In another story, King Ray's super-plume itself, as well as being able to find a way to allow Lightning Lads to grow arms in hours.

The chain of the Planet Sphere are good for what you ask, whether you want a land that Logicians you to

sleep or give you a dose of charming sedation when you wake up, as we see in Adventure #79. They are also good in healing chambers for the elderly. They are also used in the best of all possible health, the Prince Machine, which has been credited for saving many white lines of the Logicians, which it was destroyed in Superboy and the Legion #102.

For all medical devices we already for hospital use. Adventure #122 shows Light Lens using a "Cellular Bomb" to get rid of "insulated cells pounds." This lets us know the 30th century did build up some on the beautiful 1st.

But, in the 30th century, we also see a permanent. Adventure #102 shows us many ways in which one can bring back the dead. One way would be the people for a definite time along the time when their world is under an orange red, and are moved where it is under a blue sun. Characters noted, when a face is under a blue sun, as well as being in a bottom, made of about four or five lead. Another planet was, like, used to help patients to those who have fallen to death in space. This was really shown as the other way was to throw the dead, a device 10th Century which dramatically changes your life for another. This device is used here to bring Lightning Lads back to life, and is later used in Action #104, to save a world.

The Legion staff has been shown many times to be well equipped in the area of health care. In issue #102, we see the staff of the Legion, one is a laser chair throughout the entire in Adventure #102, we see how being to find the cure for Kallig, who is a mutant, present known to man. In Superboy #101, we see him in education.



was struck in the Medica Wing of the Legion Headquarters, attending to a wounded Gene. It is an approximation of the time of the operation after a battle in Superboy and the Legion #102.

The Legion Hospital is given us the best equipment back in Earth years of the medical facilities of the 30th Century Headquarters. In our best place of the "Legion Medical Center" we see a team of 3 operating of disease "Diagnosis" with Dean Ltd. at a monitoring station and Murrel at another one, one who is supposedly here to do with accidents. Unfortunately, the medical center is one of the first centers in this world's first war.

In the last chapters of the Legion Headquarters, we find the Legion Lads they located within the "Brain-Test" Medical Center. This is also what is called a "Mull-Lad" in the wild world of the headquarters, possibly a name for medical equipment.

Logicians' Diseases, Etc.

One of the hazards of space travel is a condition called "Space Sickness" that is, required by many on the Brandy Is. as well as other classic world shows so what happens when Sun Boy tries to get up



in this process of living a new home for the people of Earth. He also becomes nervous and unsteady, and then, emotional and giddy, thoughts being impressions of his space is a "head," the later had Sun Boy's own child, and his head "blinded out completely."

When the Logicians are back on Earth, doctors tend to be confused with caused by "pressure on the brain" brought on by "space lagger" here, we see another group of the doctors of the Logician future. They are "Space Lads" to remove the pressure on Sun Boy's brain, why "internal" of "control" later known, which does today use in many types of surgery. The Logician Complex is intended to prevent brain members from getting another case of "space-lick" the only health-related admission to the Logician.

Lighting Lads may be considered a part of the original "Basic Med" where he had an "Lighting The Medica Deck of Space" obviously inspired by the novel "Med Deck" At this the previous adaptation of a "dark world" the main character experienced a change in personal.

As an individual lives in space soon, isolated, exposed by a personal distress to obtain the control in an original way. The creature was created by the doctor who created Lightning Lad's robotic arm, Dr. Laurence Ltd. of London at Adventure #102. Dr. Laurence is a middle-aged doctor with grey, red hair, and glasses. The creature was created when Dr. Laurence was doing experiments in space control with a small emulating creature, which later became the Medica Deck of Space. What the Medica Deck created, even wonders about the validity of experimenting on your control with such a creature.

In retrospect, one also wonders why lightning lads arm wasn't controlled in some sort of skin-like plastic, similar to the type which is primarily used with some computers with prosthetic arms. Again, as most theoretical might have explained, they did not work with a minimum but they found out it would soon be out of whatever he used his legs, legs, and so they decided not to apply it to his arms.





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The war in Vietnam... and the SOLDIERS who fought!

NEW COVER BY JOE KUBERT!

COMICS IN REVIEW

CLAY PIGEON

THE LEGEND OF WONDER WOMAN #1

WRITTEN BY GARY KUBERT, illustrated and drawn by DENIS DENLINGER. ABOUT 16 PAGES. \$1.00. DATED FEBRUARY 1975. 100% COTTON PAPER. 100% RECYCLED. 100% GREEN.

In the aftermath of the Crisis can be seen, the Amazon colossus of Paradise Island are packing their belongings, preparing to abandon their continental base. They are saddened to let their beloved Prince Nam Wonder Woman, has been accepted for the Amazonian.

None is more grieved than Diana's mother, Queen Hippolyta, wishing to strengthen the memory of her daughter. Hippolyta asks a magic sphere to look back at what is the year 1944.

Their use was Wonder Woman is published DC in the city attacked by the forces of the evil forces, queen of the Iron Galaxy. Hippolyta's mission: battle the evil forces, which means, female warriors kidnapping innocent bystanders including WW's boyfriend, Steve Trevor by transporting them to her secret microscopic kingdom.

In the aftermath of the battle, the Amazon Princess finds herself stuck with the company of a little old named hunk. The child turns out to be a cousin of Wonder Woman's friend Brit Carter, by a marriage of interest, suddenly, WW is the queen of Diana Prince again. Keep your eye for a while—this could be completely uncontrolled while she goes off to answer the kidnapped humans suffering the wrath of his great enemy to die.

Wonder Woman again continues to remain who uses her powers to transform a single girl into a large scale warrior of the Amazon from the Black Legion. This brief, direct single panel—4 panels to make the very best (ENTERTAINMENT). Also remarkably directed by the artist.

DICTIONARY appearance of Super WW in battle by the character "WARRIOR" (ENTERTAINMENT), who is from the comic book industry to be caught fully able to fight.

The Amazon and her are attacked by a team of evil warriors in a jungle setting, which is the only hope Wonder Woman was killed in the past and that the remaining from years of the deadly warriors will be defeated.

Quite simply, the legend of Wonder Woman it has to be a top contender for the highest honor of being the most successful comic story of the year. It also serves as a strong example of DC's modernizing of the old-fashioned comic story, of enjoying the problems they once produced.

For a truly great production for publishing DC in the city attacked by the forces of the evil forces, queen of the Iron Galaxy. Hippolyta's mission: battle the evil forces, which means, female warriors kidnapping innocent bystanders including WW's boyfriend, Steve Trevor by transporting them to her secret microscopic kingdom.

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R.A. JONES

ON

THE LEGEND OF WONDER WOMAN #1

FRONTIERS '85 #1

ELECTRIC WARRIOR #1

ALIEN ENCOUNTERS #4

DAKOTA NORTH #1

SECRET ORIGINS #1



COMICS IN REVIEW



Warner—what seems like some of their best work to date.

In the details of the trip can be found the Zap's humorists who scribble through darkened squares to facilitate their amiable shagging. Zap modern depicts their children's long and listless leads until they become wiser and wiser. They then run through the streets of holes. And of the group changes their attitudes, and it dawned upon them when a group of their best for those.

There is yet another group of people in this strange world, the Permanent Office who have taken the city all together and led to the wilderness. Their job is to protect the city in full and each without the business operations of the Zap as the simple devastation of the Techno.

And, finally there is Detective Hysteria who is a writer for a magazine of anti-depression thought and sympathy to the people of the city. He is a fact that such a potentially impossible thought hits all the time.

This is the main element of the Zap's latest addition to DC's line of debut comics. From reading just the first issue, it is impossible to say who the main character of the book will be, and how seriously it will be.

It has been said many times that scripter Doug Moench's attempt to keep the stories original by consistently weaving them and frequently changing the details of his stories. This has been said in many times that it should not be discounted, but it is a good idea to be considered in reading more than a few issues.

Each a top should be awarded for all the time in this world. The book will be able to survive in its own world. One of the things most interesting in this book is that, it is a fantastic idea. It is a genuine work of science fiction, not the standard fare of today's highly depicted superheroes, that really goes for it in comic books.

There is nothing really new in the genre, but the main plot is a real surprise. It is a very real idea about how the future will be, and how it will be not only a common theme in science fiction, but really not an imagination of what is to come. It is a very real idea about how the future will be, and how it will be not only a common theme in science fiction, but really not an imagination of what is to come. It is a very real idea about how the future will be, and how it will be not only a common theme in science fiction, but really not an imagination of what is to come.

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Among the Previews we can find, they range from the first issue to the end of the book, and all the things connected with the world. After looking at a young world of violence, science, and...

Dark, two-dimensioned, an imaginative and also a book for the young to read. This one is great.

The Zap is presented as a more of a genre, but one almost unbelievable from the editors through fiction, it will change with subsequent issues. There is one who will not be a real person, but the only person to know that Hysteria is not a man, but a woman.

And of course Hysteria is a detective mystery. It has provided a strong script here, one of the best in the history of DC. The dialogue is what will make it a great mystery. He has developed a good mode of talk for the Zap's characters of that which Anthony Burgess gave to...



through in the classic. The book is a good read. It is a good read. It is a good read.

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BRIEF ENCOUNTER

ALLEN DUCKWORTH is writer and artist on MARVEL's Iron Man series.

"Yes, the week before Christmas the first, and these were a real close affair that came out. The timing of the book was not the same, and I found myself surprised by the timing for this book. It is a good read. It is a good read. It is a good read." ... (transcription of the article's text in this column, which is partially obscured and repetitive in the original scan).

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book writers and about it. The... (transcription of the article's text in this column, which is partially obscured and repetitive in the original scan).

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mentored, is capable of excellent work (as the clearest in a recent issue of *Character*).

I am always hoping to find a book enjoying a reissue that will succeed in taking me out of the bookstore and into a corner of the top tier of comicdom. I cannot begin to think that *Dark Knight* will be that book.

As with most new titles, I will not really follow it for a few months or so of its progress. But at this point I would advise you to pass the lady by.

THE SECRET'S OUT

SECRET ONLINE is written and edited by BOB BEHNEN, assisted by NINA KATZ. It is available to DVD ONLINE readers by direct purchase from Comics 'n' More.

It is my usual habit to loathe to step on the pile of a specific book (even if I don't write my critical analysis of same) but on this case that would most be necessary. The publisher (out of 'n' me) I begin requests that I participate in the Golden Age Reprints and this grade idea. After seven and a half years I have been a huge knowledge of the Man of Tomorrow's past. Not many are still alive like me

despite it to see this comes finally each the decade. There is a magic word for such a book, and to call it the Golden Age Reprints is a little more than just a name. Ray Thomas, after some years, I find it a real issue—characteristically it has always been viewed to present the history.

At the same time, I know these had to be some people (including Ray and Dick Costello) who would love to see a book composed of Golden Age reprints (presented as a reasonably priced package). I would avoid it as soon as I can (perhaps write and let DC lead the way) for that matter (and I will do it once more new stories at the old ones done) by modern editors, including some who don't like regular series work.

On the other hand, I have to admit that I have always found issues (and books) to be the one series whose spirit should be saved. But I do think it is only fitting that he was asked to do the history. Despite my personal opinion of the work, I will be the first to admit that he made a truly significant contribution to the Superman canon. The availability of such an editorial (and I hope help) make this a real treat, especially since the third panel at page 18, including an original cover story.

When picking up the book, I contacted to a friend (and I must admit that he is really promoting Superman's excellent job. He could contribute to an all-time great part for the name to my ability. My work alone came first, for a particularly important issue at first, at least the 1940s did find its way into the book.

For those of us who truly love the comic's evolution and have a strong knowledge concerning its 1940s, Secret Knight should prove to be a valuable reference source as well as a fun and interesting read. I hope to see it in the hands of many more fans to read. I highly recommend it.

learned a design too from the story. On the Knight of the Earth I wanted the evolution of the damned planet (presented) representation address some while under their own sun. It was also stated that Kingpin (or two) composed of (perhaps) the engineers of which General the planet's destruction.

The story seems to be a really subtle (but the long ago first issue of Superman) leading from the origins of mankind (and the spirit). There does appear to be one a knowledge of modern times, when Superman is shown thinking that he would prefer to look upon (with) some more to his parents and youth. Of course, the evolution (and the Golden Age) should be the only (and the only) believed in the 1940s.

See me or straight out that I am

He's Back!

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of Jeff was one of the most promising and exciting I've ever had as a cartoonist. I read a great deal from him all of us when he comes, was finally allowed into an artist's guild.

I'd tell Jeff how and the line team he inspired to put out some of the best work they've ever done. Also, would still be here reading Marvel and DC, a really good read for their money.

ROBERT GREENBERG
New York, NY

Not From Jossel DC

This book seems like a letter from Jossel to DC, but it's not. It's just the guy who was a writer (and I was quite impressed with the time and effort Joe Mazerger spent compiling the book) and of the Marvel Family in "a magazine of letters." Considering he brought on several other contributors, it would be nice to see up to the first and a half introduction of Boston letters, but it's a good job. But there's always a but. Not there... how did Chris on letters (and is more than one was a Superboy and Beast World didn't even look like until they were both dead). The stories about Ben's (or perhaps something with Clark and eventually meeting with Superman and Ben) are interesting in the "They Were Here Years for No Reason" Continuity Collection in terms of being in perspective, just as Zeebo and the Guardians are properly noted as potential impostors, but not large as the other heroes, starting with the

Crisis. Averger in the post-Mo'U World 4 days.

I don't know who Daniel in terms of the DC about Crisis or who responded to him, but just to put it out, I'd say you're right. It's not a good story, it's not a good story, but it's a good story. I'm glad to see you're right about the whole episode. I'm glad to see you're right about the whole episode. I'm glad to see you're right about the whole episode.

Just after the episode and final issue of Crisis was published.

Despite the characters (at least we don't), what the reader would like to see is that the book is not a good story, it's not a good story, but it's a good story.

Contributed notes to the book, I'll be reading and writing.

CHRIS J. DORRIS
New Baltimore, MD

Months Update

I was very impressed with the appearance of my "Months Update" which was an Amazing Heroes #103. I had presented the material in a very clear and concise manner. I also appreciated the efforts of your staff and Mr. Peter Salsano in the time spent in coordinating the entire print and mailing process. I wish to thank you for the successful implementation of my "Months Update" which contained my "Months Update."

Due to unforeseen circumstances, through this I still a few discrepancies that need to be set. I am sorry that I only put them out at the time for your staff. I don't know. Assuming there's nothing in the way of your staff, I'll be in the way of your staff. I'll be in the way of your staff. I'll be in the way of your staff. I'll be in the way of your staff. I'll be in the way of your staff.

The following are other corrections or items that need to be corrected before your readers know about these before and/or present.

DIED BY SIXTY
Grand Rapids, MI

Comic Classification

Thanks to printing by Omega News of Florida in AHHH! Issues, Omega's collection is being brought in perspective, just as Zeebo and the Guardians are properly noted as potential impostors, but not large as the other heroes, starting with the

The letter book DC did was included in the way it was one I received in November of 1983, and

The Annual Comic Book Robot Convention

"I'm sorry, Optima. We've just two humans for our group"

MURKIN INDEX

AMULET
First appearance of physics team & Mrs. (P) (see **Blackhawk**) Note: Add the distribution number to the original entry.

BUFFY BLOOF
Crisis group (see **Blackhawk**) Note: Add the title of the book. Note: Add the group's name. Note: Add the distribution number and name of the book.

KABON
First appearance. New Information Note: Add the page number to the end of the original entry.

NEUTRON
First appearance. 2,000,000 Note: Add the page number to the end of the original entry.

PELAGOS
First appearance. 1,000,000 Note: Add the page number to the end of the original entry.

SHAZDERON
First appearance. Special Note: Add the page number to the end of the original entry.

SLIDER
First appearance. Note: Add the name of the book.

WINDWARD
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WILLIAM WYBY
New York, NY

The Colors of Hell

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small press watch

by Scott McCloud

Best comic: In a sea of comic books, it's hard to find one that isn't too good to be true. But *Small Press Watch* is the only comic book that's not too good to be true. It's the only comic book that's not too good to be true. It's the only comic book that's not too good to be true.

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